

Abstract

A card game combining chance and skill. Cards having a rank of two through ten represent corresponding point values. Face cards each represent a point value of ten. Aces represent one and/or eleven at the player's choice. Players must commit wagers for a specific number of HIGH/LOW bets of equal value before the deal. Players are dealt a hand, face up, and the dealer is dealt a hand face down. The dealer turns his cards one at a time. Players must discard cards which match the rank of a cards turned over by the dealer. Using their committed wagers, players make a first HIGH, LOW or split bet after the deal and another bet after the turn of each dealer card. A separate payoff for each bet is determined based on whether the players final point sum was within the predetermined high or low range as predicted by the particular bet.

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